How to / Trackmania / Mediatracker / Custom camera

Author : TStarGermany (Translations:)

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Chapter 4 : Creating a driving cam

Exercise: AnchorVis

Forget about this option, I never met anyone who knew what it's good for.

Exercise: AnchorRot

Back to our Track ! Again ;-)
For this special exercise we have to start from scratch. Delete your old Block and insert a new one at 0:00.00 .. Set the "Block End" to 0:06.00 again and also activate "Keep on Playing", just like in the previous block...

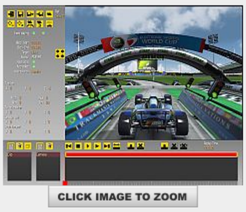
Select your "**Anchor**" and set the "**AnchorRot**" option, set "Target" to "None"... for both Start/End keyframes.

Now let's create some Egomaniac camera ;-)

AnchorRot (Anchor Rotation) will have a major effect on the camera:

It **aligns** all 3 axis, X/Y/Z along your Anchor (only if an Anchor is selected!).

In easy terms: The camera will always follow each and every move of your car. It's like you mounted the camera directly on top of the car.



CLICK IMAGE TO ZOOM

Edit your Start Keyframe values according to the picture on the left.

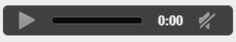
X:0 means that your camera looks through the middle of the car.
Y:2 means that the camera is a bit above the car.
Z:-5 means that the camera has gone backwards a bit.

Go to your End keyframe and copy the values from your Start keyframe.

Now play the Clip.

If you drive like a total donkey, it will look awful, but it will clearly display what's happening.

Pretty cool already, but maybe a bit hysterical..



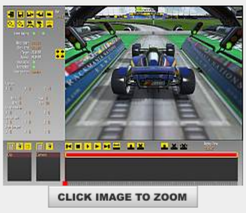
Influence of "Target" on Anchor Rotation
The steady turbulence of the AnchorRot will be reduced a lot when "Target" is added, because, as you know, "Target" will supress any "Roll", even the natural body roll of the car (which occurs whenever the car changes direction).

Drawback: Now the car is in the *middle of the screen* again :ß This problem will be solved in chapter 5.

Beware!
It's strength, the elimination of any Roll is also its weakness, because when driving walls or slopes, the camera can't follow the rotation of the anchor.
So think before you add "Target" if it's ok to do so...

Chapter 5 : Target position

Let's fix the hysterical camera from chapter 4.



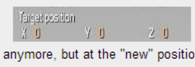
CLICK IMAGE TO ZOOM

As you read at the end of chapter 4, adding the "Target" option to an AnchorRot influenced camera will cause the camera to focus the car in the middle of screen again... useless for a decent driving camera.

Remember what I said before ?

I said "*The Target is not just the car, it's the car's exact geometrical center point.*"

I said that twice, now I'll tell you what for.



"**Target position**" is able to **move that point** away from the middle of the car. And that means, that our "Target" camera will not look into the middle of the screen anymore, but at the "new" position of the Target.

AnchorRot is selected too, so our X/Y/Z values are aligned to the Anchor itself and now we can easily position the Target with X= left/right, Y=up/down and Z=forwards/backwards.

CLICK IMAGE TO ZOOM

Select the Start Keyframe and enter Z:10 as seen in the picture.
Copy the Start Keyframe's values to the End Keyframe as well...

Now that the Target's new position is "10 ahead", the camera will automatically take it into the middle of the focus.
Desired side effect: Our car is now at the bottom of the screen ;-)

Now play the Clip.

As you can see, we created a nice and much more relaxed driving camera...

A little note for moving the Target position
In our case, I could just put the target "10 ahead" because the track was flat.
In complex situations (e.g. entrances to loopings), it might be more clever to raise the target with y:2 and push the target just a bit away with e.g. z:5 ... you'll have to experiment a bit, if you face a situation where things are more complicated.

Congratulations, if you read all this, you know a lot of about Trackmania Cameras :-)
We just have some tiny bits *COUGH* left to learn ;-)

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